



Analysis and Control Software for Distributed Cooperative Systems

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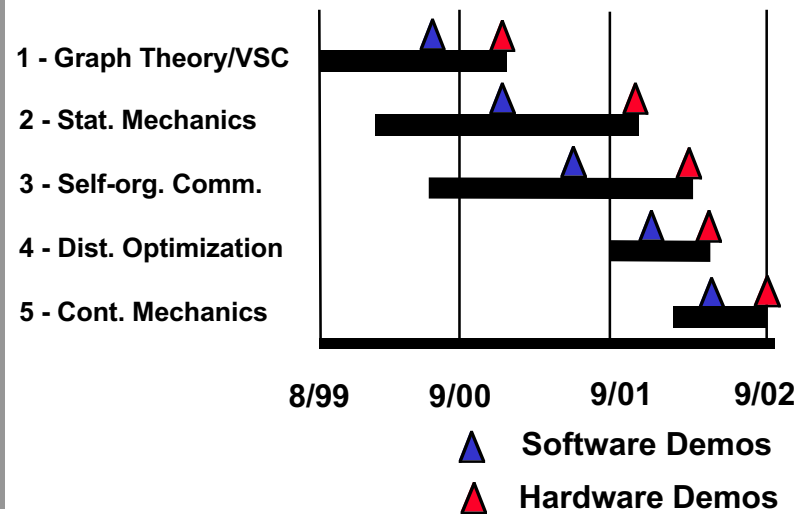
New Ideas

- Large-scale analysis and control of distributive cooperative systems using graph theory and variable structure control.
- Self-organizing communication networks.
- Distributed optimization formulation of tasking and control problems.
- Very large-scale system analysis using statistical and continuum mechanics.

Impact

- Force Multiplier - Enables a single operator to control 100s to 1000s of distributed systems.
- Provably convergent control algorithms ensure safe operations.
- Distributed controls provides fault tolerance.
- Low communication bandwidth for covert operations.

Schedule

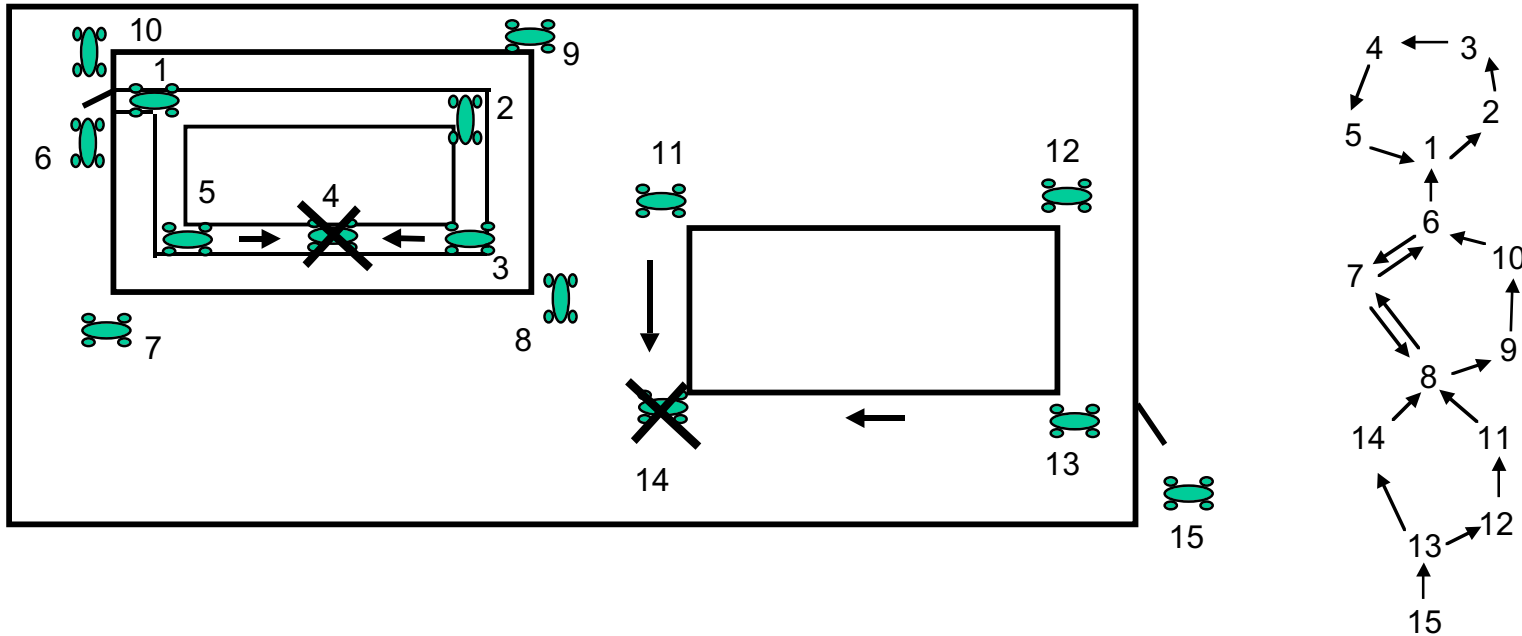




Presentation Outline

- Stability analysis.
- How analysis applies to real problems.
- Implementation in progress.
- Proposed future work.

Communication/Navigation Network



- **Use state space models and graph theory to**
 - **Determine strongly connected subsystems.**
 - Input/output reachable.
 - Structurally observable/controllable.
 - Connectively stable.
 - **Evaluate reconfigurable mobile communication networks.**



Stability Analysis of Large Scale Systems

- Computing controllability and observability is numerically difficult for large scale systems. Instead, we compute
 - Input Reachability \Rightarrow Structural Observability
 - Output Reachability \Rightarrow Structural Controllability
 - Vector Liapunov \Rightarrow Connective Stability



Large Scale Systems

- State Space Model of N interconnected subsystems:

$$\begin{aligned} \text{S: } \dot{\mathbf{x}} &= \mathbf{f}_i(t, \mathbf{x}_i, \mathbf{u}_i) + \tilde{\mathbf{f}}_i(t, \mathbf{x}, \mathbf{u}), \quad i \in \{1, \dots, N\} \\ y_i &= h_i(t, \mathbf{x}_i) + \tilde{h}_i(t, \mathbf{x}) \end{aligned}$$

where

$$\tilde{\mathbf{f}}_i(t, \mathbf{x}, \mathbf{u}) = \tilde{\mathbf{f}}_i(t, \bar{a}_{i1}x_1, \bar{a}_{i2}x_2, \dots, \bar{a}_{iN}x_N, \bar{b}_{i1}u_1, \bar{b}_{i2}u_2, \dots, \bar{b}_{iN}u_N)$$

$$\tilde{h}_i(t, \mathbf{x}) = \tilde{h}_i(t, \bar{c}_{i1}x_1, \bar{c}_{i2}x_2, \dots, \bar{c}_{iN}x_N)$$

and $\bar{a}_{ij}, \bar{b}_{ij}, \bar{c}_{ij}$ are 1 or 0 (coupling or no coupling).

- Control feedback is added to system such that

$$u_i = k_i(t, y_i) + \tilde{k}_i(t, y), \quad i \in \{1, \dots, N\}$$

$$\tilde{k}_i(t, y) = \tilde{k}_i(t, \bar{k}_{i1}y_1, \bar{k}_{i2}y_2, \dots, \bar{k}_{iN}y_N)$$



Large Scale Systems

- Interconnection Matrix is

$$E = \begin{bmatrix} \bar{A} & \bar{B} & 0 \\ 0 & 0 & \bar{K} \\ \bar{C} & 0 & 0 \end{bmatrix} \quad \text{where} \quad \bar{A} = (\bar{a}_{ij}) \quad \bar{B} = (\bar{b}_{ij}) \quad \bar{C} = (\bar{c}_{ij}) \quad \bar{K} = (\bar{k}_{ij})$$

- Reachability Matrix is $R = E \vee E^2 \vee \dots \vee E^s = \begin{bmatrix} F & G & 0 \\ 0 & 0 & 0 \\ H & \theta & 0 \end{bmatrix}$ if $\bar{K} = 0$

- Input reachable iff G has nonzero rows.
- Output reachable iff H has nonzero rows.
- Structurally controllable if input reachable and no dilations (independent control all state variables).
- Structurally observable if output reachable and no dilations.



Large Scale System Stability

- Closed loop dynamics

$$S: \quad \dot{x}_i = g_i(t, x_i) + \tilde{g}_i(t, x), \quad i \in \{1, \dots, N\}$$

$$\tilde{g}_i(t, x) = \tilde{g}_i(t, \bar{e}_{i1}x_1, \bar{e}_{i2}x_2, \dots, \bar{e}_{iN}x_N)$$

- Connectively stable if $W = (w_{ij})$ where $w_{ij} = \begin{cases} 1 - \bar{e}_{ii}\kappa_i\xi_{ii}, & i = j \\ -\bar{e}_{ij}\kappa_i\xi_{ij}, & i \neq j \end{cases}$ is an M-matrix (all leading principle minors must be positive). Variables $\kappa_i > 0$, $\xi_{ij} \geq 0$ must satisfy

$$|v_i(t, x') - v_i(t, x'')| \leq \kappa_i \|x'_i - x''_i\|, \quad \forall t \in T, \quad \forall x'_i, x''_i \in \mathcal{R}^{n_i}$$

$$\|\tilde{g}_i(t, x)\| \leq \sum_{j=1}^N \bar{e}_{ij} \xi_{ij} \phi_j(\|x_j\|) \quad \forall (t, x) \in T \times \mathcal{R}^n$$

$$\dot{x}_i(t, x_i) \leq -\phi_j(\|x_j\|) \quad \forall (t, x_i) \in T \times \mathcal{R}^{n_i}$$



Large Scale System Stability

- Closed loop dynamics for linear systems

$$S: \dot{x}_i = A_i x_i + \sum_{j=1}^N e_{ij} A_{ij} x_j, \quad i \in \{1, \dots, N\}$$

$$0 \leq e_{ij} \leq 1$$

- Connectively stable if $W = (w_{ij})$ is an M-matrix (all leading principle minors must be positive) where

$$w_{ij} = \begin{cases} \frac{\lambda_m(G_i)}{2\lambda_M(H_i)} - \bar{e}_{ii} \lambda_M^{1/2}(A_{ii}^T A_{ii}) & i = j \\ -\bar{e}_{ij} \lambda_M^{1/2}(A_{ij}^T A_{ij}) & i \neq j \end{cases}$$

$$A_i^T H_i + H_i A_i = -G_i$$

Note: $0 \leq e_{ij} \leq 1$ implies stable even if communication is down or degraded.

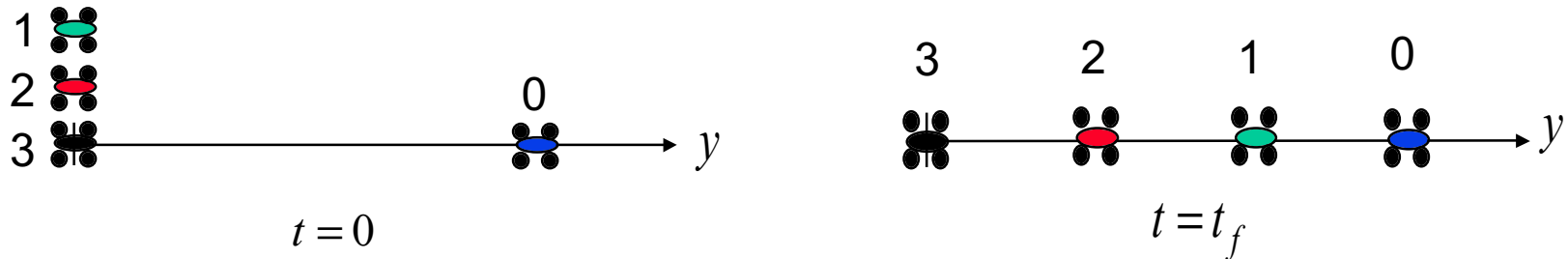


Analysis of Example Problems

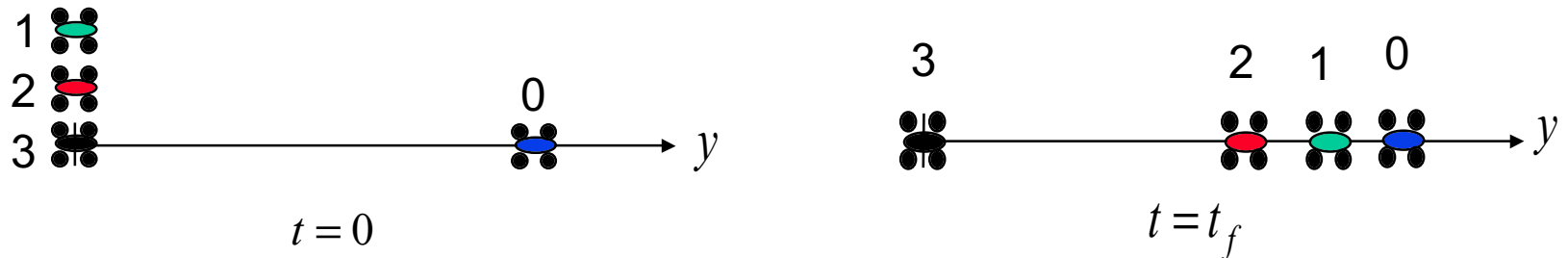
- Perimeter Surveillance
- Self-Healing Minefield
- Distributed Communication Navigation Network

One-Dimensional Stability Problem

Problem 1: Spread out uniformly



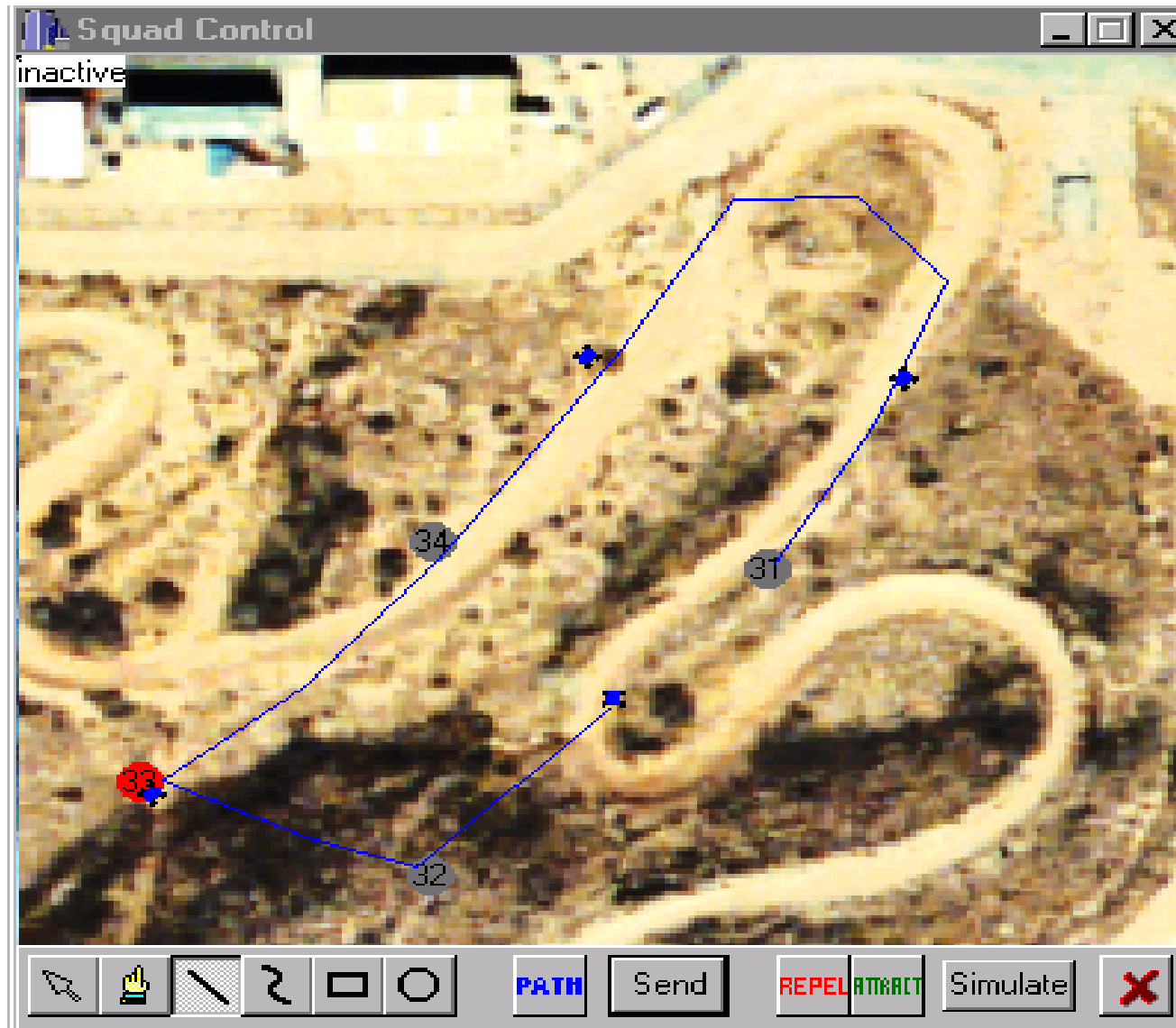
Problem 2: Spread out in specified pattern



Two Dynamic Models:

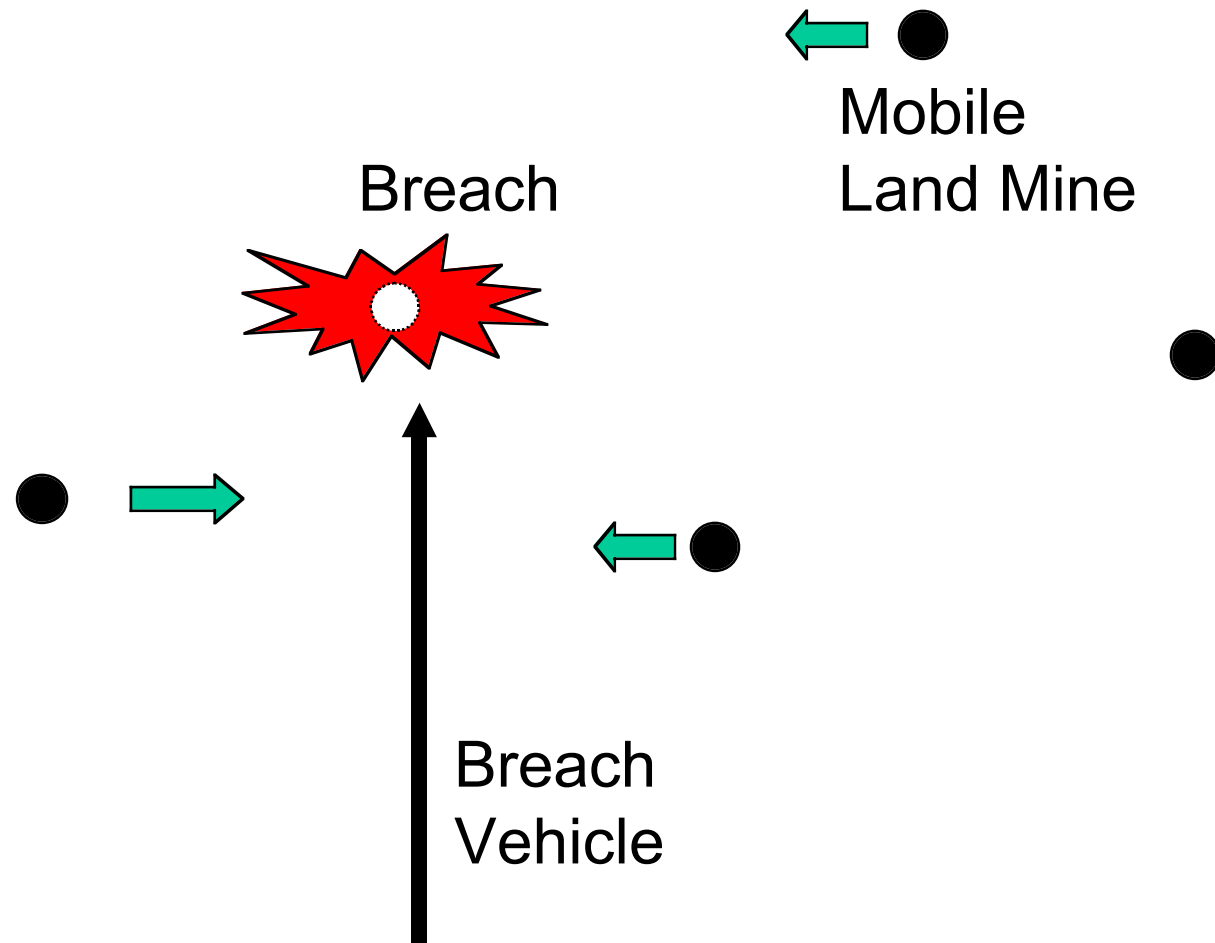
1. Localization sample period = Communication sample period
2. Localization sample period \ll Communication sample period

Perimeter Adjustment is 1D Problem

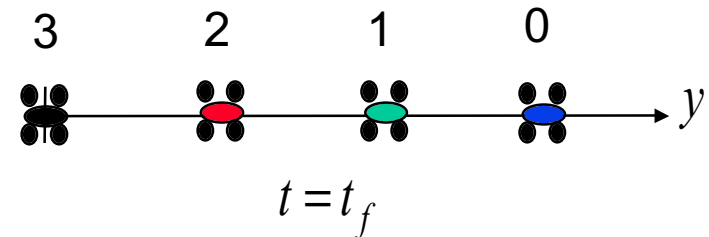
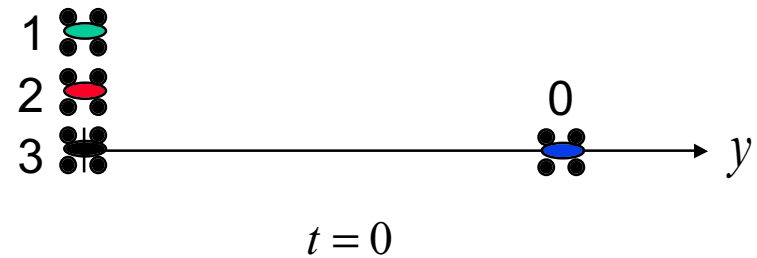
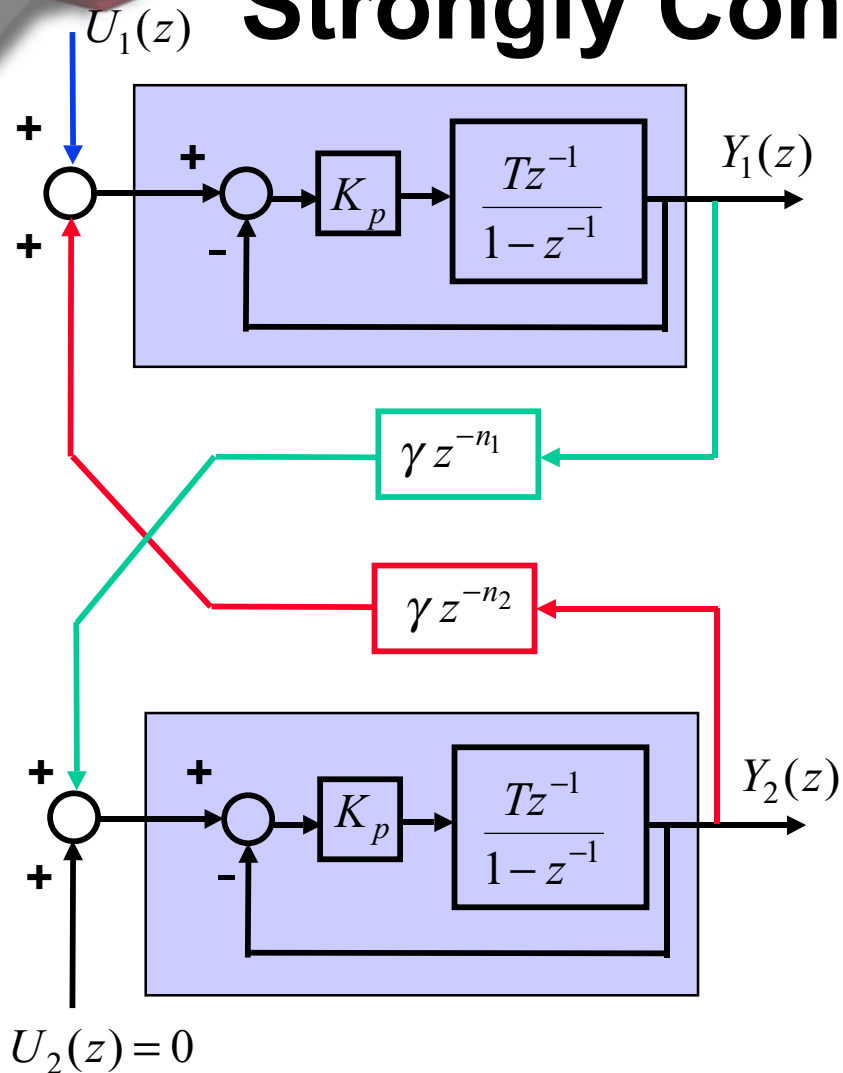




Self-Healing Minefield is 1D Problem



Model 1 for Two Strongly Connected Vehicles



T is the sample period of the position feedback loop. Assumes that position updates are the same as communication updates.

Stability using Vector Liapunov

Difference Equations

$$y_i(k+1) = A_i y_i(k) + A_{i(i-1)} y_{i-1}(k) + A_{i(i+1)} y_{i+1}(k) \\ \text{for } i = 2, \dots, n-1$$

System is connectively globally asymptotically stable if matrix below is an M-matrix (leading principle minors are positive).

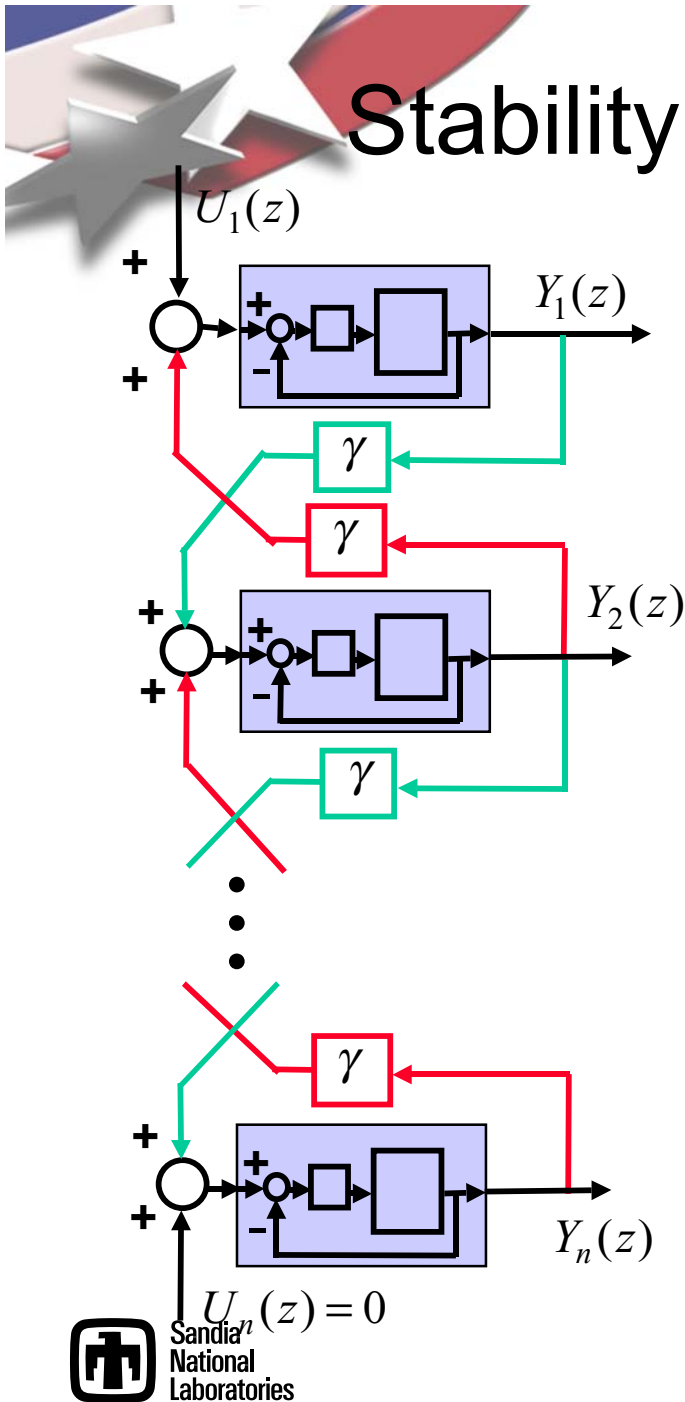
$$W = \begin{bmatrix} \xi_1 & -\varepsilon \xi_{12} & 0 & 0 \\ -\varepsilon \xi_{21} & \xi_2 & -\varepsilon \xi_{23} & 0 \\ 0 & -\varepsilon \xi_{32} & \xi_3 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

where

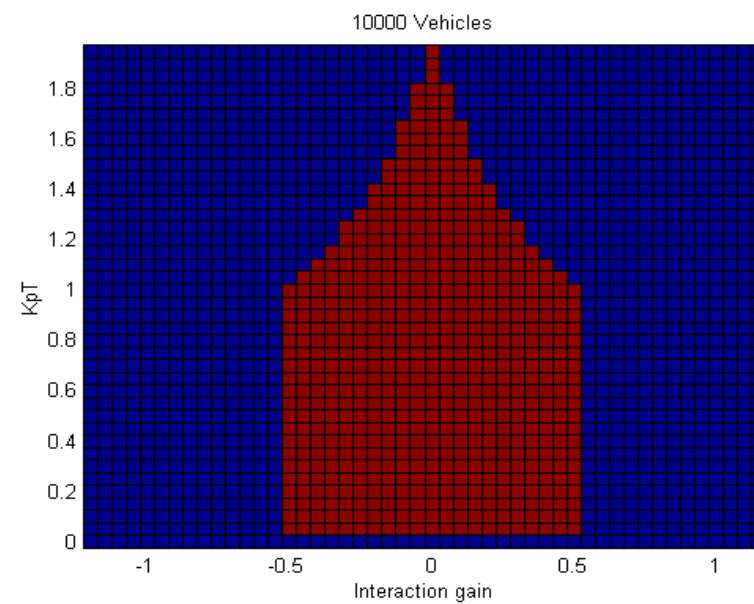
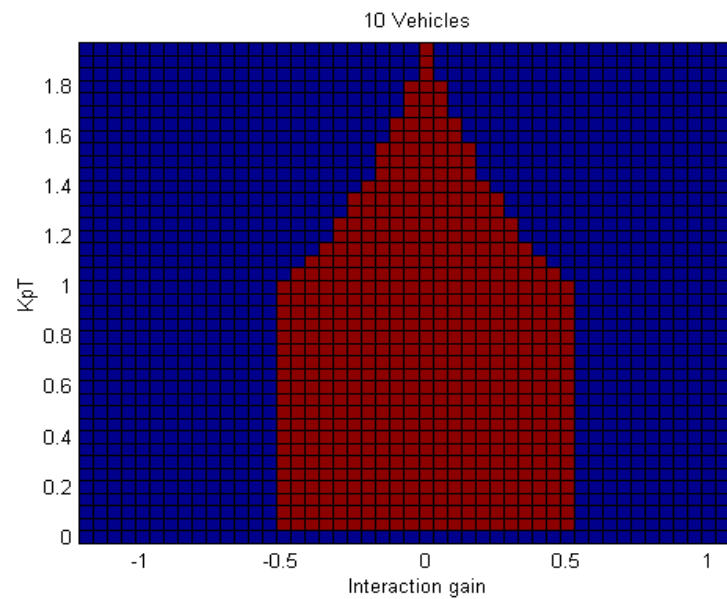
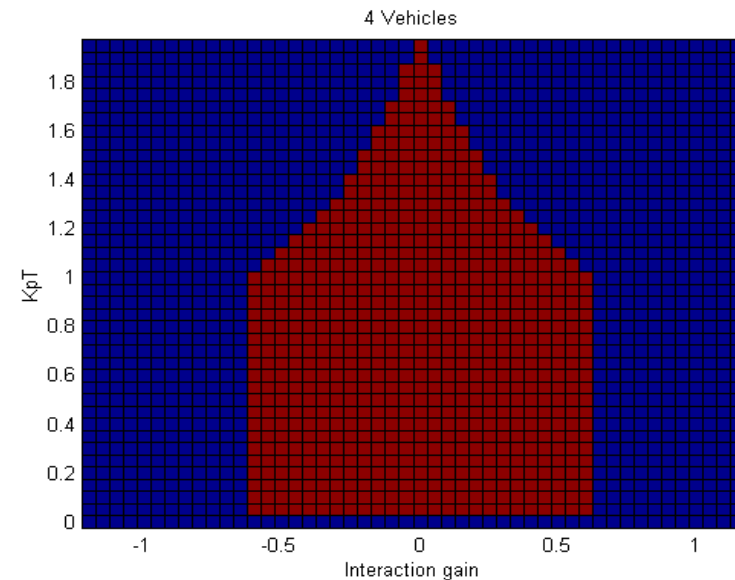
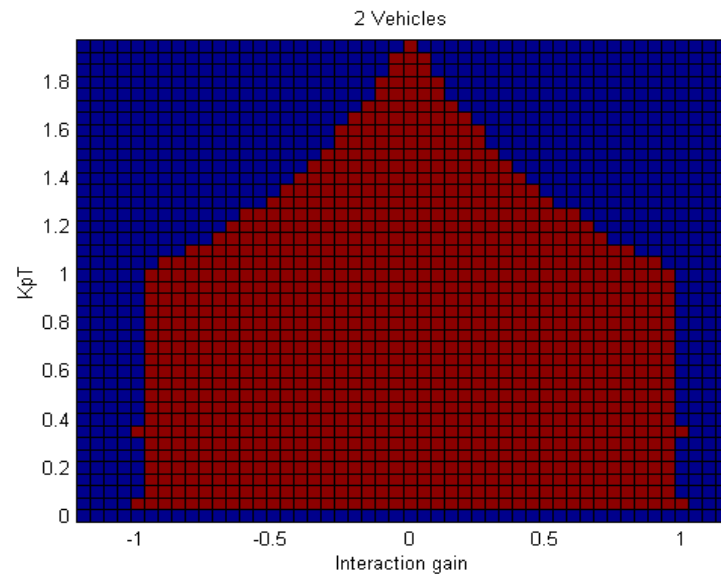
$$\xi_i = \frac{1}{\lambda_M(H_i^*) + \lambda_M^{1/2}(H_i^*) \lambda_M^{1/2}(H_i^* - I)}$$

$$\xi_{ij} = \lambda_M^{1/2}(A_{ij}^T A_{ij})$$

$$A_i^T H_i^* A_i - H_i^* = -I \quad 0 \leq \varepsilon \leq 1$$



Model 1 Stable Regions for Multiple Vehicles





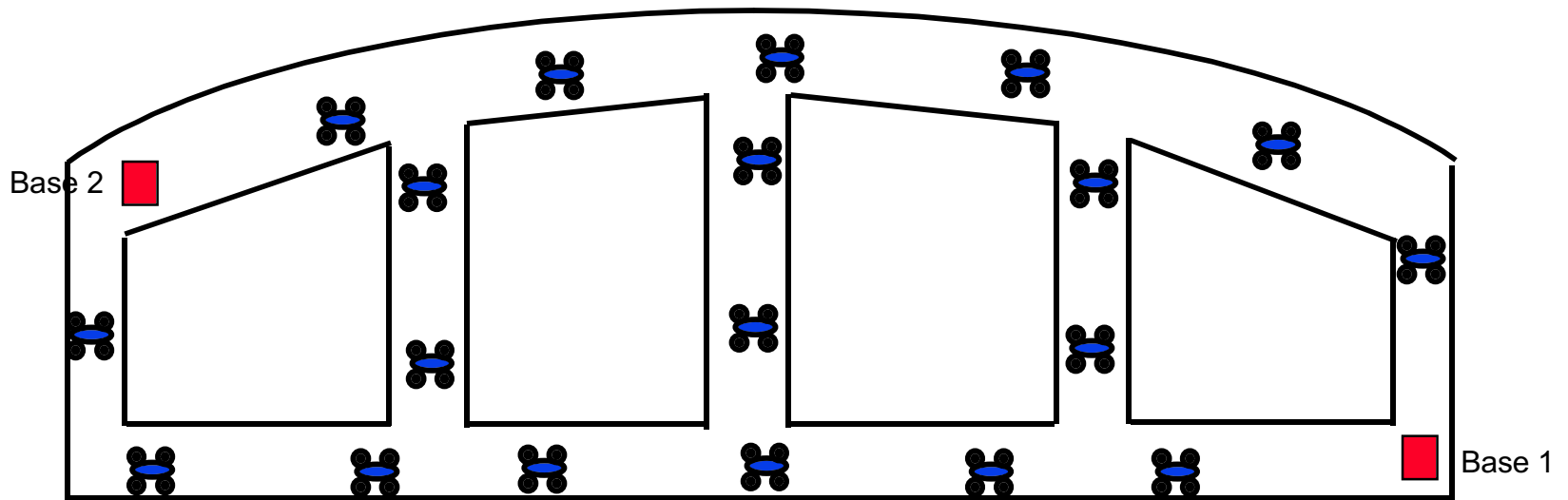
Model 1 Conclusion

- Stability depends on vehicle responsiveness K_p , communication sampling period T , and interaction gain γ .
- System goes unstable if communication sampling period is too long and/or vehicle responsiveness is too fast.
- Interaction gains can be used to contract or spread out vehicles.
- The stability region reaches a limit for large numbers of vehicles.

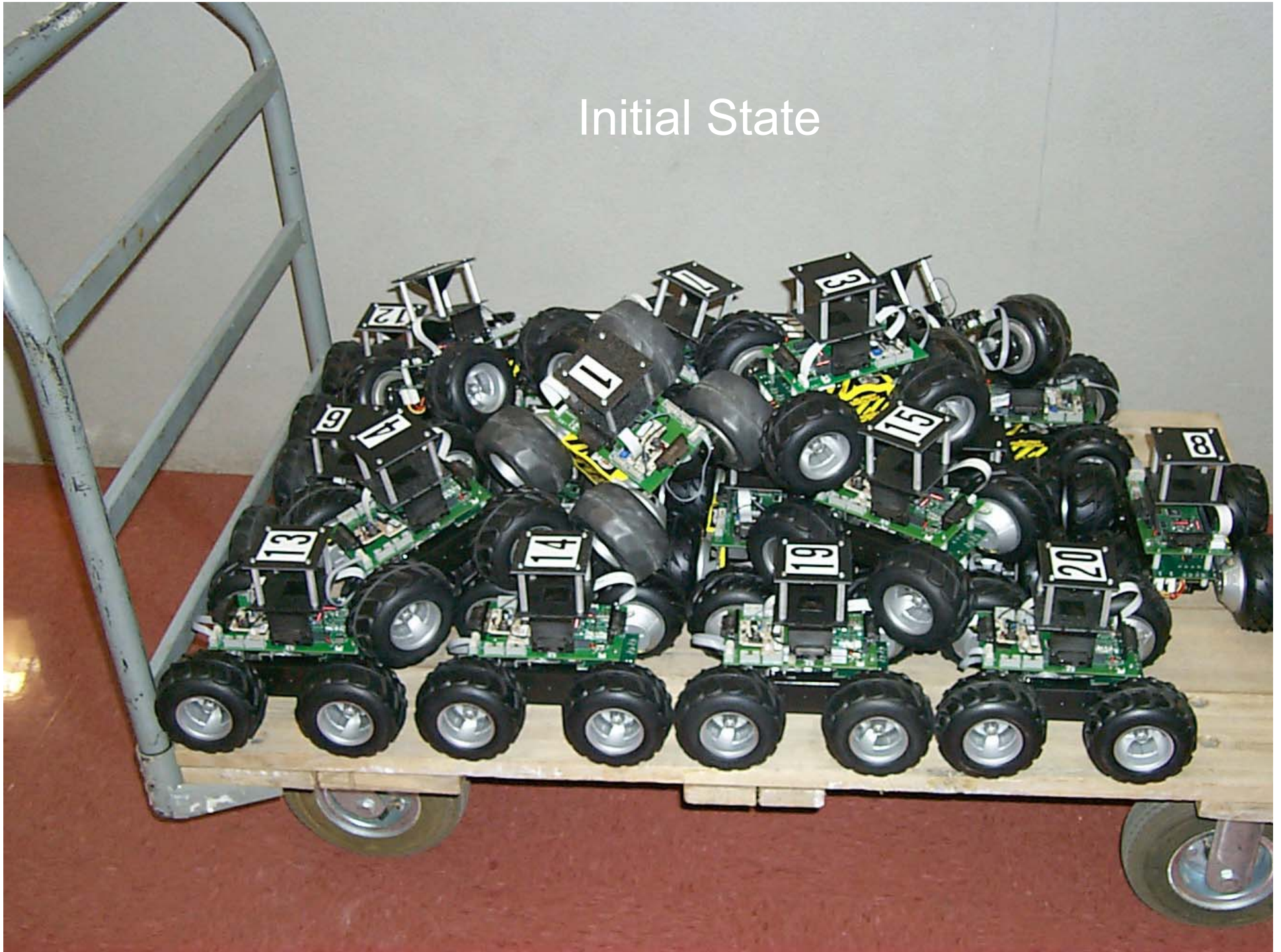


Two-Dimensional Problem: Communication/Navigation Network

Going into an unknown environment, and spreading out with uniform density.
Want to maintain communication between adjacent vehicles.



Initial State





Goal: Communication/Navigation Network

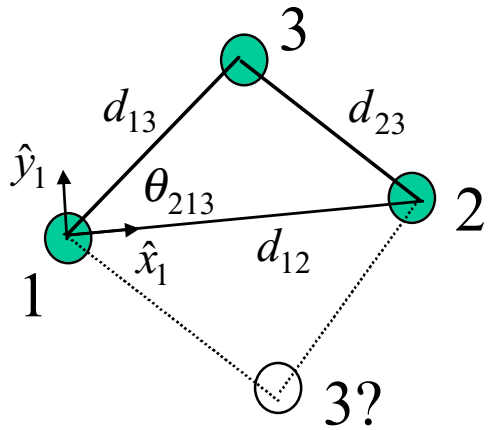


2D Localization Algorithms Investigated

- Law of Cosines
- Steepest Descent
- Conjugate Gradient
- Least Squares
- Kaczmarz Distributed Algorithm



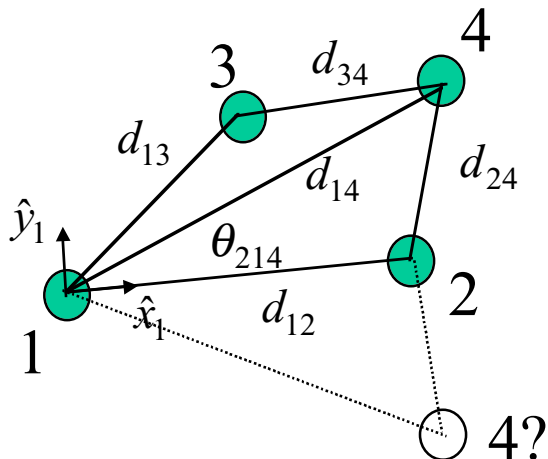
Law of Cosines



$$d_{23}^2 = d_{12}^2 + d_{13}^2 - 2d_{12}d_{13} \cos \theta_{213}$$

Can show that

$${}^1x_3 = \frac{d_{12}^2 + d_{13}^2 - d_{23}^2}{2d_{12}} \quad {}^1y_3 = \pm \sqrt{d_{13}^2 - ({}^1x_3)^2}$$



Similarly

$${}^1x_4 = \frac{d_{12}^2 + d_{14}^2 - d_{24}^2}{2d_{12}} \quad {}^1y_4 = \pm \sqrt{d_{14}^2 - ({}^1x_4)^2}$$

Select sign which minimizes

$$\left| d_{34}^2 - \left[({}^1x_4 - {}^1x_3)^2 + ({}^1y_4 - {}^1y_3)^2 \right] \right|$$



Steepest Descent Method

$$\min_{\bar{x}} f(\bar{x}) \quad \text{where} \quad f(\bar{x}) = \sum_{i=1}^{n-1} \sum_{j=i+1}^n \left(d_{ij}^2 - (x_i - x_j)^2 - (y_i - y_j)^2 \right)^2$$

Iterative Solution:

$$\bar{x}(k+1) = \bar{x}(k) - \alpha \nabla f(\bar{x}(k))$$

Do not need to
know all d_{ij} !!

$$\bar{x} = \begin{bmatrix} x_1 \\ \vdots \\ x_n \\ y_1 \\ \vdots \\ y_n \end{bmatrix} \in \mathbb{R}^{2n} \quad \nabla f = \begin{bmatrix} \frac{\partial f}{\partial x_1} \\ \vdots \\ \frac{\partial f}{\partial x_n} \\ \frac{\partial f}{\partial y_1} \\ \vdots \\ \frac{\partial f}{\partial y_n} \end{bmatrix} \in \mathbb{R}^{2n}$$

$$\frac{\partial f(\bar{x})}{\partial x_i} = -4 \sum_{\substack{j=1 \\ j \neq i}}^n \left[d_{ij}^2 - (x_i - x_j)^2 - (y_i - y_j)^2 \right] (x_i - x_j)$$

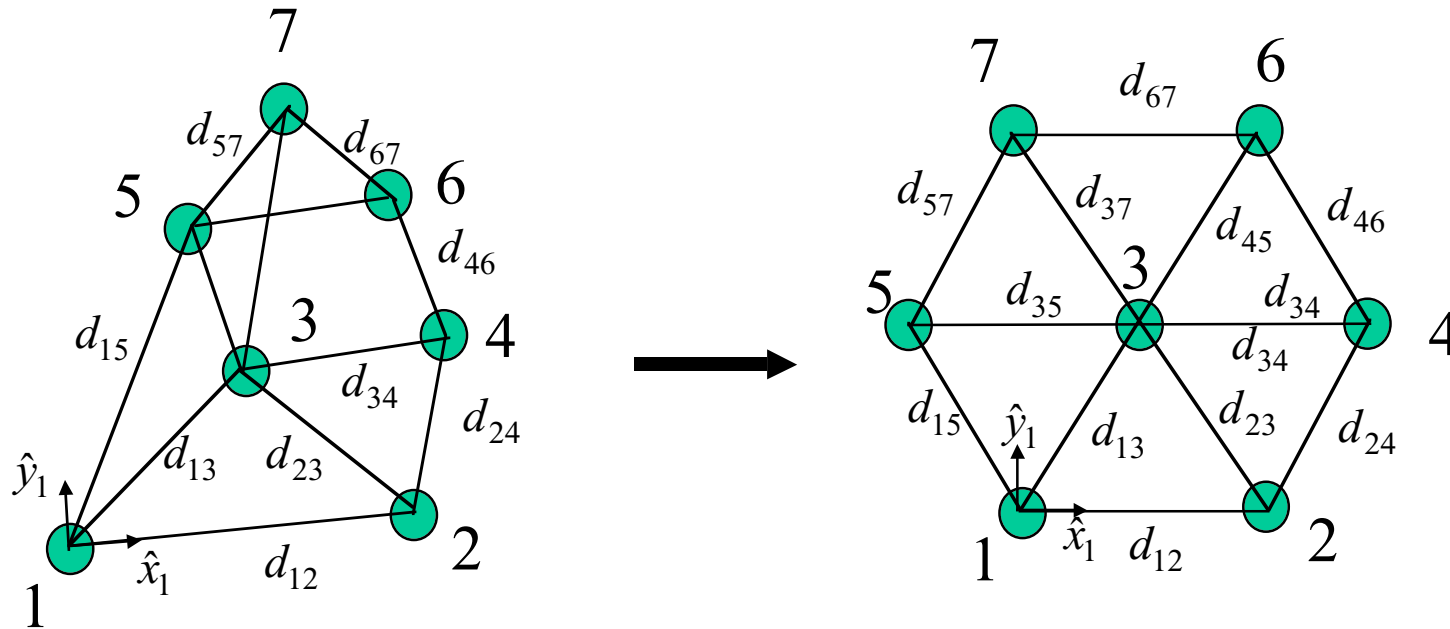
$$\frac{\partial f(\bar{x})}{\partial y_i} = -4 \sum_{\substack{j=1 \\ j \neq i}}^n \left[d_{ij}^2 - (x_i - x_j)^2 - (y_i - y_j)^2 \right] (y_i - y_j)$$



Minefield Algorithm



Swarming Behaviors Described as an Optimization Problem



Centralized: $\min_{\bar{x}} f(\bar{x})$

or

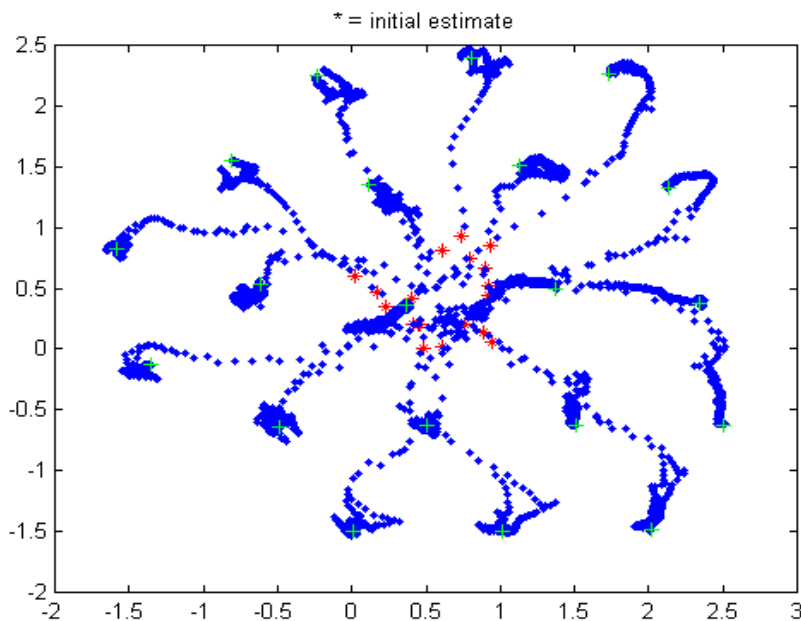
Distributed: $\min_{\bar{x}} f_i(\bar{x}) \quad \forall i$

where $f(\bar{x}) = \sum_{i=1}^{n-1} \sum_{j=i+1}^n \left(d_{ij}^2 - (x_i - x_j)^2 - (y_i - y_j)^2 \right)^2$

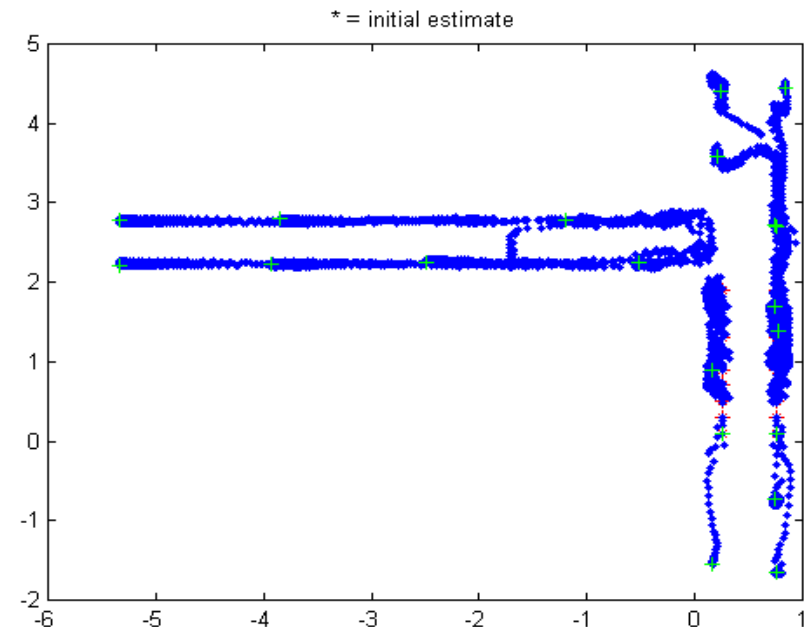
where $f_i(\bar{x}) = \sum_{j \in NN} \left(d_{ij}^2 - (x_i - x_j)^2 - (y_i - y_j)^2 \right)^2$




Dispersion Simulations



Dispersion using position of 3 nearest neighbors.



Dispersion in hallway.



Swarming Behaviors Described as an Optimization Problem

Iterative Solution: $\bar{x}_i(k+1) = \bar{x}_i(k) - \alpha \nabla f_i(\bar{x}(k))$

$$\bar{x}_i = \begin{bmatrix} x_i \\ y_i \end{bmatrix} \in \mathbb{R}^2 \quad \nabla f = \begin{bmatrix} \frac{\partial f}{\partial x_i} \\ \frac{\partial f}{\partial y_i} \end{bmatrix} \in \mathbb{R}^2$$
$$\frac{\partial f_i(\bar{x})}{\partial x_i} = -4 \sum_{j \in NN} [d_{ij}^2 - (x_i - x_j)^2 - (y_i - y_j)^2] (x_i - x_j)$$
$$\frac{\partial f_i(\bar{x})}{\partial y_i} = -4 \sum_{j \in NN} [d_{ij}^2 - (x_i - x_j)^2 - (y_i - y_j)^2] (y_i - y_j)$$

Meta-Level Behaviors such as:

- Dispersion
- Clustering
- Following
- Orbiting

can be mathematically described using this optimization approach with different values of d_{ij} .

Most importantly, we can prove stability and convergence of these solutions!!!



Gradient-Based Dispersion





Future Work

- Demonstrate communication/navigation network with 20 Netbot vehicles.
- Add surveillance cameras to Netbots.
- Extend to a heterogeneous indoor/outdoor communication/navigation network consisting of RATLERs, Netbots, and Millibots.
- Continue statistical and quantum mechanics analysis for 1000s.



Heterogeneous Team

